

SINBAD: LEGEND OF THE SEVEN SEAS™
PC MANUAL FRONT COVER

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FIRST THINGS FIRST

The ReadMe File

The *Sinbad: Legend Of The Seven Seas*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Sinbad: Legend Of The Seven Seas* directory found on your hard drive (usually C:\Program Files\Atari\Sinbad: Legend Of The Seven Seas). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Sinbad: Legend Of The Seven Seas*, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Intel® Pentium® III 600MHz (Intel® Pentium® 4 Processor with HT Technology recommended but NOT required), AMD Athlon™ 650MHz or higher
Memory:	128 MB RAM
Hard Disk Space:	600 MB Free
CD-ROM Drive:	4X Speed
Video:	32 MB Windows® 98/Me/2000/XP-compatible VGA video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 8.1 (included) or higher

* Indicates device should be compatible with DirectX® version 8.1 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Sinbad: Legend Of The Seven Seas* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Sinbad: Legend Of The Seven Seas* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/*Sinbad: Legend Of The Seven Seas*/*Sinbad: Legend Of The Seven Seas* to start the game.

Note: You must have the *Sinbad: Legend Of The Seven Seas* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Sinbad: Legend Of The Seven Seas* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME TO SINBAD: LEGEND OF THE SEVEN SEAS™

From the DreamWorks® animated feature film, *Sinbad: Legend Of The Seven Seas*, comes a thrilling adventure with non-stop action. It's a voyage like no other, filled with untold dangers, supernatural enemies and magical monsters.

MAIN MENU

The Main Menu is where all of the action begins.

New – Click here to set sail and start a new adventure as Sinbad.

Load – Click here if you have a previously saved game. See the "Saving and Loading" section on page 7 for details.

Options – Click here to display the Options screen where you can configure graphics, sound, controls and difficulty settings. See below for details.

Quit – Click here to exit the game. When the green checkmark icon appears, click on it to return to the desktop.



OPTIONS

Use the on-screen slider controls and check boxes to change options. Click on the Back button to return to the Main Menu. **Note:** The default settings appear below in bold type.

Graphics – Click on this button to display graphics options.

- **Resolution:** Select a screen size of **800 x 600**, 1024 x 768 or 1280 x 960.
- **Color Depth:** Select **24 Bit** color (up to 17 million colors) or 16 Bit color (up to 65 thousand colors).
- **Detail:** Adjust the in-game graphic detail.
- **Shadows:** Toggle projected shadows **ON/OFF**. **Note:** turning shadows OFF may improve game performance.
- **Intel® Special Features:** Click here to display a sub-screen where you can turn Intel®



Special Features **ON/OFF**. When ON, the game will have smoother animation, high-detail water graphics and stunning particle effects. **Note:** This option is only available if your computer has an Intel® Pentium 4® Processor with Hyper-Threading Technology; otherwise, this option is grayed out.

Sound – Click on this button to display sound options.

- **SFX Volume:** Adjust the in-game sound effects volume.
- **Music Volume:** Adjust the menu and in-game music volume.
- **Hardware Sound:** Toggle hardware-controlled sound **ON/OFF**.

Control – Click here to set up game controls.

- **Mouse Sensitivity:** Adjust how responsive your mouse is to movement.
- **Reconfigure Controls:** You can change the following default fighting controls:

ACTION	KEYBOARD CONTROL
Slash	X
Block	C
Thrust	Z

To change a keyboard control, click on Slash, Block or Thrust, and then type in a new letter on your keyboard. See “Controls” on page 10 for details on all of the moves in the game.

Game Mode – Click here to change the game difficulty level. There are two levels from which to choose: **Normal** and **Hard**.

- **Normal:** Normal is the default difficulty level, suitable for younger players.
- **Hard:** In Hard mode, enemy characters are stronger and more intelligent.

SAVING AND LOADING

Once you start a new game, your progress is automatically saved each time Sinbad advances to a new level. The game will store up to 3 saved games.

To resume the game at the beginning of the level where you left off, click on the Load button from the Main Menu. Next, click on a saved game slot and then on the Load button to resume that game. Click on the Back button to return to the Main Menu.

To erase a game, click on the Load button from the Main Menu. Click on the saved game slot that you want to erase, and then click on the Delete button.



STORY SCREEN

The Story screen appears at the beginning of a new game and between game levels. At the Story screen, you will learn about what is happening in the game as the journey unfolds. To advance text, use the on-screen slider. When ready, click on the Next button to view the next page. You can also click on the Skip button to skip the text altogether. To go back to the previous page, click on the Back button.



TUTORIAL

If this is your first time playing *Sinbad: Legend Of The Seven Seas*, you will take a brief tutorial. The First Mate will walk you through the basics of moving around, fighting and collecting pickups as well as how to use the harpoon gun. Follow his instructions, and as soon as you've mastered each of the moves and skills, the game will begin.

GAME SCREEN

Take a moment to familiarize yourself with each of the following in-game icons.



Health Meter

The Health Meter drains gradually each time Sinbad is struck by an enemy, and he loses a chance once the meter reaches empty. To replenish Sinbad's Health Meter, collect Status Boosts such as health elixirs.

Chances Remaining

Sinbad begins the game with two chances. Each time his Health Meter reaches empty and he loses a chance, Sinbad returns to the most recent Restart Point.

Restart Points

At Restart Points, all enemies, objects and pickups are restored.

Game Over

If Sinbad loses all of his chances, he restarts from the beginning of the current level.

Message Area

The message area displays helpful text instructions.

Status Boosts

Sinbad's current Status Boosts appear as icons next to the Super Meter. See the "Status Boosts" section on page 15 for details on what each one does.

Super Meter

The Super Meter fills up each time Sinbad defeats an enemy. When the Super Meter has been filled once completely and as long as one segment still remains in the meter, Sinbad can perform a powerful Super Move. The super meter does not become available until Level 2.

Boss Health

When battling a Boss creature, the Boss Health Meter gradually drains each time Sinbad strikes the enemy creature. Once the meter reaches empty, the Boss creature has been defeated.

CONTROLS

Movement

To change the direction Sinbad is facing, simply move the cursor around the screen. To move Sinbad, just left-click your mouse and hold on the area where you want him to go.

Dodging Enemies

Sinbad is adept at dodging enemies. To make Sinbad dodge while he is standing still, right-click your mouse. If, when you right-click, there is a wall or an enemy directly behind Sinbad, he will dodge in an unblocked direction.

If you right-click your mouse while Sinbad is moving, he will always perform a forward roll. This sneaky move can be used to squeeze between two opponents, even if Sinbad cannot normally fit between them. To make Sinbad perform a forward roll while standing still, click and hold the left mouse button and then click the right mouse button.

Basic Fighting Moves

ACTION	KEYBOARD CONTROL
Thrust Attack	Z
Slash Attack	X
Block	C
Dive	Z, X

Advanced Moves

ACTION	KEYBOARD CONTROL
Double Slash	X, X
Hard Smash	X, Z
Down Strike	C, X
Uppercut	X, C
Hard Smash Extra	Z, Z, X
Spin Attack	X, C, X

Super Moves

ACTION	KEYBOARD CONTROL
Lightning*	C, X, Z
Earthquake**	Z, X, C

* Sinbad must gain the Lightning Talisman before he can perform this Super Move.

** Sinbad must gain the Earthquake Talisman before he can perform this Super Move.

Harpoon Gun Controls

ACTION	MOUSE CONTROL
Use the harpoon gun	Right-click mouse
Aim	Move mouse
Fire harpoon*	Left-click mouse
Stop using the harpoon gun	Right-click mouse

* The harpoon gun has an unlimited supply of harpoons.

Keyboard Commands

ACTION	KEYBOARD CONTROL
Skip current text message/cutscene	Spacebar
Pause game	Esc key
Switch to desktop view	Alt key + Tab key Windows® key

CHARACTERS

Enemy Characters

Throughout the game, Sinbad will encounter several types of dangerous enemies. Each group behaves differently: some are aggressive attackers but poor at blocking, some are sluggish attackers but clever at blocking, while others are experts at both attacking and blocking. Try to learn each enemy character's weakness and use it to your advantage.



Sailors

Sailors are not sword fighters by trade, but they are agile and strong. They move nimbly to avoid being hit while delivering quick strikes to their enemies. Sailors are armed with swords.



Guards

Guards are trained soldiers who use the full range of basic fighting moves, including blocking. Guards wear armor and carry both swords and shields.



Skeletons

These undead creatures are the remnants of armies whose ships smashed on the rocks of the Ship Graveyard. In most cases, Skeletons are dressed in scraps of armor, armed with both swords and shields, but have little regard for their own safety.



Elementals

Elementals take the physical form of the surrounding environment. They use sharp claws and quick jumping movements when attacking. Overall, elementals are rather unskilled fighters, but their ability to organize and attack in groups makes up for their shortcomings.



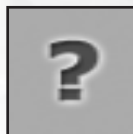
Yetis

These large, hairy creatures are extremely aggressive. They use a combination of immense strength and straight-ahead speed in combat. However, they do exhibit a relatively slow turning ability and poor dodging skills.



Imps

Imps are small, flying creatures that make quick, clawing attacks and then swoop away out of range. Imps use their wings to hover a few feet above the ground.



Boss Creatures

To finish a level, Sinbad must first defeat that level's Boss creature. The Boss creature on each level has a unique fighting style as well as a special weakness.

Friendly Characters

Dragon Tooth Skeletons

Each time he collects a Dragon's Tooth (see "Pickups" on page 15), three skeleton warriors magically appear and fight by Sinbad's side. These friendly creatures last temporarily, as the undead have a short life span.

ENVIRONMENT



Breakable Objects

Throughout the game, there are objects that Sinbad can set in motion or splinter with his sword. Sinbad can roll barrels, demolish crates, break apart ship debris and more. Be sure to smash apart lots of things — you may find some hidden pickups!

Hazards

Some objects will reduce Sinbad's Health Meter if he comes in contact with them. Hazardous objects include: spiky rocks, poisonous plants, steam vents and falling ice.

PICKUPS

Collect pickups to restore Sinbad's health and improve his fighting capabilities. There are two types of pickups: Status Boosts and Battle Boosts.

Status Boosts



Small Elixir

Restores a third of Sinbad's health.



Large Elixir

Completely restores Sinbad's health.



Armor

Temporarily makes Sinbad impervious to attacks.



Sword Power

Temporarily boosts Sinbad's attacking power.



Extra Player

Grants Sinbad another chance.

Battle Boosts



Apple of Discord

Temporarily forces enemies to attack each other (rather than Sinbad or his allies) as if in a ruthless game of "tag."



Dragon's Tooth

Grants Sinbad his own skeleton mini-army. Three skeleton warriors magically appear and fight alongside Sinbad.



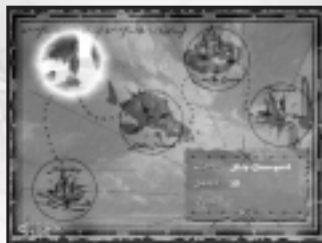
Magic

Unlocks the next game level or grants a Super Move.

SCORE ATTACK MODE

Score Attack Mode is unlocked when all of the levels of the game have been completed. Once it is unlocked, access Score Attack mode by first clicking on the Load button from the Main Menu. Next, click on the Score Attack Mode game slot and then on the Load button.

The objective of Score Attack mode is to play through the game from beginning to end while obtaining point scores by defeating enemies and Boss creatures. You will be rewarded for defeating enemies quickly, and penalized for taking damage. After each level has been completed, your score will be recorded.



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<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

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04-12345. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).

Note: We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

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Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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